

XP II

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XP values

- ▶ Communication - Most errors caused by bad communication.
- ▶ Simplicity - “Do the simplest thing that could possibly work”.
- ▶ Feedback - Communication and Test.
- ▶ Courage and Respect.

XP principles

Some important XP principles:

- ▶ Humanity - Equals quality software.
- ▶ Economics - Increase business value.
- ▶ Mutual benefit - All parties should benefit.
- ▶ Continuous Improvement - Project velocity.
- ▶ Diversity of the team composition.
- ▶ Reflection.
- ▶ Flow - Use continuous integration.
- ▶ Redundancy - critical and difficult problems should be solved in different ways.
- ▶ Failure - If you're not successful - fail.
- ▶ Maximum Quality.
- ▶ Baby steps - avoid big changes.
- ▶ Accepted Responsibility.

XP Practices

Planning:

- ▶ Stories.
- ▶ Weekly cycle (eq iteration).
- ▶ Quarterly cycle (eq release).
- ▶ Slack - extra time.

Team and Human factors:

- ▶ Sit together.
- ▶ Whole team.
- ▶ Informative workspace.
- ▶ Energized work.
- ▶ Pair programming.

Design:

- ▶ Incremental design.
- ▶ Test-first.

XP Practices (cont)

Software coding and releasing:

- ▶ Ten-Minute build.
- ▶ Continuous integration.

Literature

- ▶ Michele Marchesi, *The New XP*, available at <http://www.scribd.com/doc/196734/The-New-XP>